

The *Kingdom Hearts Trading Card Game* is a card battle game for two players set in the world of Kingdom Hearts. Join the fight against the Dark forces alongside characters such as Donald Duck, Goofy, and all your other friends.

Disney



SQUARE ENIX



## What is a “Trading Card Game?”

In a trading card game (TCG), you can enjoy collecting and trading cards with friends and other players. You can also use the cards in your collection to make your own deck and duel with your friends.

## Contents of This Starter

This box of cards is a starter pack. **To start playing a game of *Kingdom Hearts TCG* (which we will call "dueling"), you will need another player with his/her own starter pack.** Each starter pack includes the following components:

### 41 Cards (for one deck)

This starter pack includes a 41-card deck – enough cards to begin enjoying the *Kingdom Hearts Trading Card Game* immediately after opening this box.

### Play Mat

When dueling, a player should face his/her opponent and spread out a play mat in front of him or herself.

### Official Rulebook

This is the official rulebook. When playing the *Kingdom Hearts TCG*, follow all the rules written in this booklet.

### Component Overview

Each player should prepare the following items to start a *Kingdom Hearts TCG* duel:

#### Deck

Each deck must contain between 41 and 60 cards from *Kingdom Hearts TCG* starters and boosters. The cards a player chooses to include in his/her deck will decide the outcome of the duel. This starter includes a 41-card deck.

As a player acquires more cards, his/her deck can be modified based on the “Building a Deck” rules found in this rulebook.

## Play Mat

The play mat is the sheet upon which a player will place his/her cards. First-time players should use play mats, but experienced players can easily play without the play mats.

## Marker (not provided)

Each player will require a marker to indicate his/her current number of Heart Points. A coin, marble, or other small object can be used as a marker. Each player indicates his/her current Heart Points by placing his/her marker on the Heart Point Track on his/her play mat.

## Object of the Game

A player wins a *Kingdom Hearts TCG* duel by fulfilling one of the following two victory conditions:

- The total level of the player's World Cards reaches 13 or more.  
or
- The player's opponent is reduced to zero Heart Points.

The game ends immediately when either player reaches one of these goals.

## Important Terms: In Play, Control, and Discard

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During the game, players will play a variety of cards drawn from their decks. Cards that are played onto a play mat (i.e., not in a player's hand, deck, or discard pile) are considered **in play**. When in play, cards are put on their *owner's* play mat unless the rules or card text say otherwise. Cards in their owner's hand, deck, or discard pile are **not in play** and are not considered to be controlled by either player.

Usually, a player **controls** all of his/her cards that are in play. However, there are some situations when a player will lose control of a card from his/her deck to an opponent. For example, an opponent may capture a card, to control that card temporarily. Regardless of such game effects, all cards are returned to their original owners at the end of the game.

Any card that is **discarded** from play is placed faceup on top of its owner's discard pile, regardless of who controlled it or which play mat it was on while it was in play.

# Card Types

There are seven types of cards in the game. Cards are played differently depending on their type. The following section explains the information found on each of the seven card types.

## 1. Player Cards



### 1. Card Name (Name of Character)

### 2. Level

At the start of the game, the player with the lower-level Player Card takes the first turn. (In the case of a tie, the younger player goes first.)

### 3. Attack Value

A white number on a red background shows the player's Attack Value. During a battle or a challenge, the damage a player inflicts is based on his/her Attack Value.

### 4. Magic Value

A white number on a blue background shows a player's Magic Value.

### 5. Heart Points (HP)

Heart Points show the player's initial toughness. When his/her Heart Points (indicated on the Heart Points Track on the play mat) are reduced to zero, a player loses the game.

### 6. Card Text

### 7. Card Type

## 2. Friend Cards

Friend Cards represent the player's companions. Friend Cards support the Player Card in both battles and challenges, and can use Magic Cards to aid him or her. Friend Cards that are in play stay in the Friend Area, and are discarded after they participate in a battle or challenge, or when another card's text instructs a player to discard them.



1. Card Name (Name of Friend)
2. Level

Whether or not a Friend Card can be played depends on its level. A player cannot play Friend Cards whose level is more than 1 level above other Friend Cards or Magic/Friend Cards under his/her control. If a player has no Friend Cards in play, he can only play level 0 or level 1 Friend Cards.

3. Support Value

A white number on a red background shows this card's Support value. A Friend Card's Support Value is added to the Player Card's Attack Value during battles or challenges.

4. Magic Value

A white number on a blue background shows this card's Magic Value.

5. Card Text
6. Card Type

### 3. Magic/Friend Cards

Like Friend Cards, Magic/Friend Cards represent a Player Card's companions. Magic/Friend Cards are played as if they were Magic Cards, but once they are in play, they are placed in the Friend Area of the play mat and treated as Friend Cards. Like Friend Cards, Magic/Friend Cards are discarded after they participate in a battle or challenge, or when another card's text instructs a player to discard them. However, Magic/Friends stay in play for a limited amount of time. At the end of a player's turn, he/she must discard all Magic/Friend Cards he/she has in play.



#### 1 Card Name (Name of Character)

#### 2. Level

A Magic/Friend Card's level shows the Magic Value necessary to play that card. A Magic/Friend can be played if the Magic Value of a Player Card, a Friend Card, or a Magic/Friend Card the player controls is greater than or equal to a Magic/Friend Card's level.

#### 3. Support Value

A white number on a red background shows this card's Support value. Just as with Friend Cards, a Magic/Friend Card's Support Value is added to the Player Card's Attack Value during battles or challenges.

#### 4. Magic Value

A white number on a blue background shows this card's Magic Value.

#### 5. Card Text

#### 6. Card Type

The “

*Example: “SIMBA Level 2”*

 **PROUD ROAR:** *Each player must choose and discard a Friend or Magic/Friend Card he/she controls.*

### **The “Unique Card” Rule**

A player cannot play a Friend Card or Magic/Friend Card with the same name as a card he/she already has in play. If a player wants to play a Friend Card or Magic/Friend Card which has the same name as a card already in his/her control, he must first discard the card with the same name under his control (which can be done immediately before the new card is played).

The “Unique Card” Rule is applied to each player individually, therefore a player can freely play a card with the same name as a card controlled by the opponent.

## 4. Magic Cards

Magic Cards represent the magical spells the player and his/her companions may use. The Magic Value of Player Cards, Friend Cards, and Magic/Friend Cards are used to bring Magic Cards into play.

Magic Cards provide a variety of benefits: Some cause damage to an opponent's cards, while others are played to recover Heart Points. When playing a Magic Card, a player should place it on his/her play mat until its effects have worn off, then discard it.



### 1 Card Name (Name of Magic)

### 2. Level (Level of Magic)

The Magic Card level shows the minimum Magic Value necessary to play that card. The Magic Card can be played if the Magic Value of a Player Card, a Friend Card, or a Magic/Friend Card the player controls is greater than or equal to a Magic Card's level.

### 3. Card Text

### 4. Card Type

## 5. Attack Cards

Attack Cards represent the weapons a player can use during battles and challenges. Attack Cards raise the Attack Value of the Player Card. When two or more Attack Cards that have the same name are played at the same time, a bonus is sometimes added (refer to the card's text). When playing an Attack Card, a player places it on his/her play mat to raise the Player Card's Attack Value. Discard it immediately after its effects have worn off.



## 1. Card Name (Name of Weapon)

## 2. Support Value

A white number on a red background shows this card's Support Value. This number is added to the Attack Value of the Player Card during battles or challenges.

## 3. Card Text

## 4. Card Type

## 6. Dark Cards

Dark Cards represent the Heartless and various Villains hindering Player Cards during the game. When playing a Dark Card, a player places it on top of his/her opponent's World Card. While Dark Cards are on a player's World Card, he/she cannot move.



## 1. Card Name (Name of Dark)

## 2. Level

The use of Dark Cards is limited based on their levels, as discussed under "Rules for Playing Dark Cards."

## 3. Power

The Power Value shows the toughness of the Dark Card. If a Dark Card is dealt damage greater than or equal to its Power Value during a single Action Phase, it is defeated and discarded.

## 4. Card Text

## 5. Card Type

## 7. World Cards

World Cards are played when a player moves. A player can play only one World Card during each turn. A player wins the game if he can play World Cards whose total level reaches 13 or more.



### 1. Card Name (Name of World)

### 2. World Card Level

A World Card's level determines how many Dark Cards may be played on it. In addition, if the levels of the World Cards under a player's control reach a total of 13 or more, that player wins the game.

### 3. Card Text

### 4. Card Type

## Building a Deck

Each player must prepare his/her own separate deck to play the *Kingdom Hearts TCG*. When building a deck, use the rules below. As long as these rules are followed, a player can select any card from his/her collection.

- Each deck must have at least 41 cards, but not more than 60 cards.
- Each deck must contain exactly one Player Card.
- Each deck may contain only one copy of any given Promotional Card.
- Each card name with the same level in a deck may occur only three times.

For example, a deck may contain not only three "Donald Duck level 1," but also three "Donald Duck level 2," and three "Donald Duck level 3," too.

The 41 card contents of this starter pack will serve perfectly as a deck for a new player learning the game.

**Note:** Some cards specify that only a certain number of that card name may be in a deck. Such card text has priority over the rules.

*For example, [“Simba” limit 3] means you may not have more than three “Simba” cards in your deck regardless of their level.*

## Preparing to Play

Prepare for the game as follows:

- The two players sit facing each other.
- When using a play mat, a player places it faceup in front of him/herself. Each player then takes the Player Card from his/her deck and places it faceup on the Player Card Area of his/her play mat.
- The player whose Player Card’s level is **lower** will be the first player. If the Player Card levels are tied, the younger player is the first player, or determine randomly.
- Each player checks the HP value of his/her Player Card and puts a marker on the matching number on the Heart Point Track on his/her play mat. This illustrates his/her initial Heart Points. Heart Points may increase/decrease during play.
- Each player shuffles the rest of his/her deck and places it facedown on the Deck area of his/her play mat.
- Each player draws six cards from his/her deck so that the opponent cannot see them. These six cards are his/her initial card hand.
- Preparation now ends. The first player begins the game by taking his/her turn.



## Overview of a Player's Turn



After starting the game, players alternate taking turns. Keep taking turns until the game ends.

Each turn consists of several steps called “phases.” During a player’s turn, he performs the following four phases in order. After the fourth phase (the Discard Phase) a player’s turn ends, after which his/her opponent then takes his/her turn.

For more about the rules governing each phase, please refer to “Details of Game Play.”

### 1. Draw Phase

The active player draws cards from the top of his/her deck and adds them to his/her hand.

**Note:** In this game, “draw” means for a player “to take cards from the top of his/her own deck and put them into his/her hand” unless the rules or card text state otherwise.

### 2. Action Phase

The active player may perform any or all of the following actions:

- Movement (once per turn)
- Battle (once per turn)
- Play Dark Cards
- Play Friend Cards
- Play Magic Cards and Magic/Friend Cards

### 3. Challenge Phase

A player may attack his/her opponent's Player Card. This is called a **challenge**.

## 4. Discard Phase

A player may discard any unwanted cards from his/her hand.

**Note:** In this game, “discard” means “to place a card faceup on its owner’s discard pile” unless the rules or card text state otherwise.

After a player’s Discard Phase, it is his/her opponent’s turn.



**Example:** Bill and Kim start the game. Bill takes the first turn. When Bill has completed all four phases, starting with the Draw Phase and ending with the Discard Phase, it becomes Kim's turn. She begins her turn with the Draw Phase, etc.



## 1. Draw Phase

If, during this phase, the active player has fewer than six cards in hand, that player now draws cards from his/her deck until he/she has six cards in hand.

*Example: Bill has two cards in hand at the beginning of his Draw Phase. Bill draws four cards, bringing the total number of cards in his hand to six.*

If a player draws the last card in his/her deck during this phase, his/her discard pile is shuffled and placed facedown in the Deck area of his/her play mat. Continue drawing cards if necessary.

## 2 Action Phase

During this phase, a player can perform the below actions in any order. If possible, a player may perform all five actions, but a player does not have to perform any actions if he/she does not want to. Note that only one Move action and one Battle action can be performed in a given turn. It is possible to play Dark Cards, Friend Cards, Magic Cards, and Magic/Friend Cards multiple times and in any order, even during a battle.

- Movement (once per turn)
- Battle (once per turn)
- Play Dark Cards
- Play Friend Cards
- Play Magic Cards and Magic/Friend Cards

### • Move

To move, a player chooses one World Card from his/her hand and plays it faceup on the World area of his/her play mat. If there is already a World Card there, he places the new World Card **on top** of the current one.

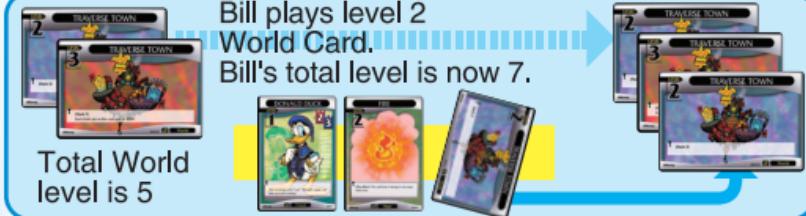
During his/her Action Phase, a player cannot move (that is, he cannot play a new World Card) unless all the Dark Cards (played by the player's opponent) on top that World Card are defeated and removed. Since actions are performed in any order, a player can move after defeating all the Dark Cards on his/her current World Card with his/her Battle action.

If a player chooses to “escape” from battle, he cannot move later in the same turn.

Whenever a player moves, ***he gains 1 Heart Point***. Immediately move the marker on the Heart Point Track to show this increase.

After a player moves (i.e., places a new World Card), if his/her total World level number (i.e., the cumulative level numbers of all World Cards on his/her World Area) has reached 13 or more, the game is over and that player wins!

A player can perform a Movement action only once per turn. In other words, a player can place only one World Card on his/her World Card area each turn.



**Example:** Bill has previously played two World Cards to his World area and his total World level is 5. During his Action Phase, Bill moves by playing a World Card (with a level of 2). Bill's total World level is now 7.

**Note:** The latest (topmost) World Card on a player's play mat is considered the present location of the Player Card and the Friend Cards he/she controls. If there are several World Cards on the World area, only the card text of the latest World Card has any effect.

### • Battle

As long as the opponent's Dark Cards are on a player's World Card, he cannot move. A player needs to defeat these Dark Cards in order to move. This can be done by performing a Battle action during the Action Phase.

During a battle, the Attack Value of the Player Card is the amount of damage a player deals to the Dark Cards at that location.

If a Dark Card is dealt damage greater than or equal to its Power Value, it is defeated. Defeated Dark Cards are discarded.

While fighting a battle, a player can have Friend or Magic/Friend Cards take part in the battle. If the player chooses to have a Friend or Magic/Friend Card help in the battle, move it from the Friend area on the play mat to the World area, showing that the Friend or Magic/Friend Card is participating in the battle.

Friend and Magic/Friend Cards that participate in battle add their Support Value to the Player Card's Attack Value. Attack Cards and/or Magic Cards can also be used to raise the Player Card's Attack Value or deal damage directly to the opponent's Dark Cards (see below for further details).

A Player Card attacks all the Dark Cards at once. If there is more than one Dark Card in the battle, a player can choose how to assign the total damage among the Dark Cards. Dark Cards which have not been dealt enough damage will not be defeated. Those Dark Cards will remain on the opponent's World Card. The damage dealt to the Dark Cards accumulates during a Battle action. At the end of the player's Action Phase, all the damage on undefeated Dark Cards disappears.

### *Playing Cards During a Battle*

A player can play cards during a battle.

If the active player has Attack Cards in hand, he/she can play one or more of them to raise the Attack Value of the Player Card. Friend Cards, Magic Cards, and Magic/Friend Cards can also be played according to the rules found later in this booklet.

At the end of a battle, all Attack Cards and Magic Cards are discarded. Any Friend or Magic/Friend Cards that participated in the battle are also discarded.

Example: Kim has put a Barrel Spider (Power 10) and a Soldier (Power 6) on Bill's current World Card. The combined Power of these cards is 16.



During Bill's Action Phase, he takes a Battle action to have Sora (Attack 4) attack along with Donald Duck (Support 2) and Aladdin (Support 3). Bill also plays a Pumpkin Head Attack Card (Support 2) from his hand. Bill deals a total of 11 damage points to the Kim's Dark Cards.

Bill decides to assign 10 damage points to the Barrel Spider and 1 damage point to the Soldier:

The Barrel Spider is defeated (discarded) because it received damage equal to its Power. Bill loses 1 Heart Point because of the Barrel Spider's card text. The Soldier stays on Bill's World Card, because he did not deal it enough damage to destroy it.

Next, Bill discards Donald Duck, Aladdin, and Pumpkin Head, ending the battle. Note that Sora, Bill's Player Card, is never discarded after a battle. Since a Dark Card (the Soldier) still remains on his World Card, Bill cannot move this turn.



The active player can decide whether or not he/she will perform a Battle during the Action Phase. Even if Dark Cards are on the active player's World Card, he/she does not have to perform a Battle. In this situation, he/she simply cannot move during that turn, but all other actions may be performed normally.

### *Escaping a Battle*

If there are Dark Cards on a player's World Card, and that player has not yet initiated a Battle action this Action Phase, the player can choose to **escape** instead.

When escaping, a player discards his/her current World Card. All of the Dark Cards on the discarded World Card are also discarded (in the opponent's discard pile).

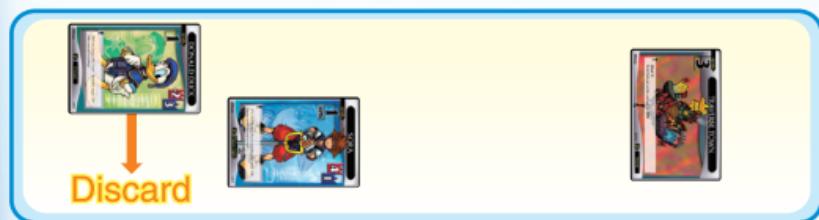
In addition, there are other penalties for escaping, as follows:

- A player must discard all the ***Friend Cards and Magic/Friend Cards*** he/she controls after escaping.
- ***The escaping player loses 1 Heart Point.*** Move the marker on the Heart Point Track to indicate this loss.
- Finally, once a player has chosen to escape, he/she ***cannot move*** later in the same turn.

**Example:** Kim has placed a Barrel Spider (Power 10) and a Soldier (Power 6) on Bill's current World Card. Bill only has Donald Duck in play. Bill decides to escape, since it seems that he has no chance to defeat them.



First, Bill discards his current World Card (which is a “Traverse Town level 2” card). Next, the Barrel Spider and the Soldier are discarded.



Bill must then discard Donald Duck, his only Friend Card in play. Finally, Bill loses 1 Heart Point. This is the last step in his escape. Bill cannot move later during his Action Phase.

#### • Play Dark Cards

During this action, the active player can seek to hinder his/her opponent's movement by playing Dark Cards from his/her hand.

When playing a Dark Card, a player always places it on his/her opponent's current (topmost) World Card. Even if an opponent has several World Cards in play, the player must place his/her Dark Cards on his/her opponent's current (topmost) World Card.

The level of an opponent's current World Card determines how many Dark Cards a player can play at a time.

In other words, the maximum number of Dark Cards the active player can play during this action is equal to the level of his/her opponent's current World Card. For example, if the opponent is currently on a World Card that is level 2, the active player can play up to two Dark Cards on that World Card.

In addition, the level of each Dark Card a player can place on a World Card must be less than or equal to the sum of the levels of the opponent's World Cards.

***Example:*** Kim controls two World Cards: One is level 3, and the other, topmost, World Card is level 2. Bill can play up to 2 Dark Cards each of whose level must be equal to or less than 5.

#### • Play Friend Cards

A player can choose Friends Cards from his/her hand and play them by performing the “Play Friend Cards” action. During this action, the number of Friend Cards a player can play is unlimited.

Neither player may control more than one Friend Card of the same name at the same time, even if the two cards have different levels.

If a player wishes to play a Friend Card with the same name as a card already under his/her control, he must first discard the card already in play (this is done before playing the new card).

A player cannot play a Friend Card whose level is more than 1 level above the highest level Friend or Magic/Friend Card already under his/her control.

*Example: Bill already controls the level 2 Friend Card, "Donald Duck." Bill may play any Friend Card from level 0 to level 3.*

Thus, if a player controls no Friend or Magic/Friend Cards, he/she can play only level 0 or level 1 Friend Cards.

#### • Play Magic Cards and Magic/Friend Cards

A player can play Magic Cards and/or Magic/Friend Cards by taking the "Play Magic Cards and Magic/Friend Cards" action. The number of Magic Cards and Magic/Friend Cards a player may play is unlimited.

To play a Magic Card or Magic/Friend Card, either the Player Card, or one of the Friend or Magic/Friend Cards the player controls, must have a Magic Value equal to or greater than the Magic Value of the card the player wants to play.

When a player plays a Magic Card or Magic/Friend Card, he must declare which of his/her current cards meets the Magic level condition. In other words, the declared card must have a Magic Value that is greater than or equal to the level of the Magic or Magic/Friend Card played.

### 3. Challenge Phase

A player can attack the opponent's Player Card with his/her own Player Card. This is called a **challenge**. Only the opponent's Player Card can be the subject of a challenge. A player does not have to challenge an opponent during his/her turn if he/she does not wish to do so.

### *Challenge Procedure*

When declaring a challenge, players must each move their Player Card to the Challenge area on their play mat. The active player (who declared the challenge) is the **attacker**, while his/her opponent is the **defender**.

To begin a challenge, the attacker chooses **one** of the following options:

1. Choose to have one of his/her Friend Cards or Magic/Friend Cards participate in the challenge, supporting his/her Player Card.
2. Play one or more Attack Cards from his/her hand. They take part in the challenge.
3. Play one Magic Card from his/her hand.
4. Do nothing.

**Note:** A player may only play Friend Cards during his/her Action Phase. During the Challenge Phase, neither player may play new Friend Cards from his/her hand. On the other hand, since Magic/Friend Cards are brought into play as if they were Magic Cards, players can play Magic/Friend Cards from their hands during the Challenge Phase.

After the attacker has selected one of these four options, the defender chooses one of the four options. Then the attacker again chooses one of the four options, and so on, until both players have chosen option #4 (do nothing) consecutively.

Once both players have chosen to do nothing, determine the results of the challenge. Both the attacker and defender count the damage dealt to each other. The amount of damage dealt is equal

to the Attack Value of a player's Player Card plus the Support Values of all his/her participating Friend, Magic/Friend, and Attack Cards. Magic Cards may also increase the total Attack Value, as instructed by their card text.

Whichever player's total Attack Value is higher wins the challenge. The player who loses the challenge loses 1 Heart Point, and moves the marker on his/her HP Track to indicate this.

In the case of a tie, neither player wins the challenge. Neither player will lose a Heart Point.

At the end of the challenge, both players discard their Attack Cards, Friend Cards, and Magic/Friend Cards that participated in the challenge.

**Important:** A challenge is considered to be held on the **defender's** current World Card. This means that the abilities and effects of that World Card and any Dark Cards on it could affect the challenge (as per any relevant text on those cards).

#### 4. Discard Phase

A player begins the Discard Phase by placing all Magic/Friends under his/her control onto the Discard area. A player then discards as many cards as he/she wishes although a player does not have to discard any except the Magic/Friends currently in play.

Place all discarded cards faceup onto their owner's discard pile. After the Discard Phase, a player's turn ends. That player must then announce to his opponent that he has finished his turn. Then the opponent's turn begins with the opponent's Draw Phase.

**Bill**



**Kim**



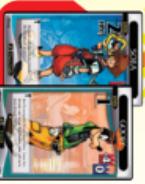
Example: Bill's level 2 Sora (Attack 5) challenges Kim's level 1 Sora (Attack 4).



Bill's level 2 Sora has a higher Attack Value, so Bill declares that he will do nothing.



Since Kim will lose if she does nothing, she plays Pumpkin Head (Support 2) from her hand to make her total Attack Value 6.



Bill (the attacker) chooses to have the Friend Card Goofy (Support 4), which Bill already has in play, participate in the challenge. Bill's total Attack Value becomes 9.

**WIN**



Kim (the defender) declares to do nothing, because she has no additional cards that can take part in the challenge. The result of the challenge is then determined.

Discard

Discard

The total Attack Value of the attacker is 9, while that of the defender is 6, so the attacker wins. The defender loses 1 Heart Point, and moves her marker on her HP Track accordingly. Both players discard all their cards that participated in the challenge (except for their Player Cards). The challenge is over.

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Official Rulebook

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